

Town of Parker Adult Men's Basketball Rules

The Town of Parker Rules are intended to create a balance of play in an atmosphere that fosters sportsmanship and fair play in a fun, safe and educational environment. All games will be played according to Colorado High School Basketball Rules if not specified within this document.

The Recreation Staff will have complete authority to administer the program and make decisions and adjustments as they see fit for this recreational setting. His or her decisions are final.

Rosters

- I. Each player must sign the release of liability form, which will also serve as the team roster, in order to participate.
 - A. Failure to do so will result in an illegal player causing a forfeit.
 - B. There will be no limit on the size of team rosters.
- II. No player will be allowed to play unless he is on the official team roster.
 - A. Teams may add players at any time prior to each game by contacting the field supervisor.
 - a. Teams may add players to their roster up through the 7th game. At that time the roster is final.
 - B. Any team caught playing with illegal team members will result in a forfeit.
 - C. The illegal player must have been identified either by the opposing team or the field supervisor prior to the end of the game.
- III. No team may add players to their roster for the tournament.
 - A. A player must have played in one of the first seven (7) games to be eligible for the tournament.
 - a. A player on the roster that did not play in one of the first seven (7) games is not eligible for the tournament.
 - B. If a player is identified participating illegally, the penalty is an automatic forfeit.
- IV. No player can play on more than one team in the same league.
- V. All players must be 18 years of age.
- VI. Each player is required to have a photo I.D. with them at all games.
- VII. Any player wanting to change teams in the same league may do so one time.
 - A. All transfers must be done prior to the third game.

Uniforms

- I. Each team must have the **same colored jersey** with **non-duplicating numbers** on at least one side.
 - A. Numbers must be a contrasting color to the shirt.
- II. No players may share a jersey, and any player not wearing an authorized jersey will be declared ineligible to participate.

Game Times

- I. Games will be 20 minute running halves.
- II. Game time is forfeit time. There will be a 5 minute grace period for the first game only.
 - A. A team may start the game with a minimum of 4 players.
 - B. Officials will not work any portion of a forfeited game.
- III. The clock will stop the last two minutes of the second half if there is a difference of 10 points or less, or anytime thereafter that the score becomes ten points or less, the clock remains a stop clock regardless if the score becomes eleven points or more.
- IV. Two time-outs per team, per half will be allowed. Time-outs are not cumulative, and will be one minute in length.
- V. Half time is 3 minutes long.
- VI. In case of a tie, a two minute, stop-clock, overtime will be allowed for the first overtime period only.
 - A. If the game is still tied, the team that scores the first point in the second overtime will be declared the winner.
 - B. Each overtime period will begin with a jump ball at center court.
 - C. Each team will receive one time out only in the first overtime period.
 1. No time outs are allowed in the second overtime.

Game Rules

- I. After 10 minutes of the second half, if one team is ahead by 30 points, the score will be final and the game will be declared over.
 - A. The gym supervisor also has the authority to allow the game to continue to the end of the game.
- II. Technical fouls will result in the opposing team being awarded two points and the ball out of bounds at mid-court.
 - A. First **Unsportsmanlike Technical foul** shall result in:
 - a. Player(s) removed from the game for a "cooling off" period of 3 game minutes for the first offense. He may re-enter the game by checking in at the scorers table during a dead ball situation. Game minutes does not include half time.
 - b. A player given a second technical foul will be automatically ejected from the game.
 - B. A player ejected from 2 games due to unsportsmanlike conduct will not be allowed to play the remainder of that season.
 - C. If any team receives an accumulation of three unsportsmanlike technical fouls, the game will be forfeited. (Any technical foul given as a result in an error in the score book will **not** apply to the three technical forfeit rule).
- III. One and one shall be shot on the 7th, 8th & 9th team foul any time during the first and second half.
 - A. On the 10th team foul and all fouls thereafter, two shots will be awarded.
- IV. Each player will be allowed 5 personal fouls during the game. A technical foul will be applied toward a personal foul.
- V. Dunking is allowed
- VI. On a free throw, players may enter the lane upon the release of the shot.



ELASTIC POWER:

The Parker Sport staff reserves the right to establish guidelines for any and all rules or infractions not covered in the league rules and to refuse participation to any individual or coach if they do not obey the rules and regulations and keep within the spirit of sportsmanship.